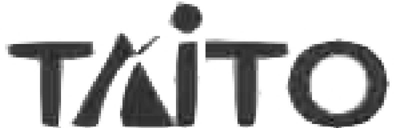
TAITO

CHASE H.Q.™

OPERATING MANUAL





TAITO AMERICA CORPORATION
660 S. Wheeling Road, Wheeling, IL 60090
Telephone (312) 520-9280 Telex 253290

TABLE OF CONTENTS

Page Numbers

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* WARNING *

THIS GAME MUST BE PROPERLY GROUNDED. FAILURE TO DO SO MAY RESULT IN DESTRUCTION TO THE ELECTRONIC COMPONENTS.

I. GAME INSPECTION

Chase H.Q. has been thoroughly tested and readied for operation at the factory and should not require any special set-up procedure. However it is suggested that upon receiving your game you examine the following to further insure the game is in proper working condition:

CHECK:

[ ] Plug-in connectors are firmly seated.
[ ] All player control connections are complete.
[ ] No loose components on p.c. board.
[ ] Fuses are installed firmly in holders.
[ ] Coin mechanisms are operating properly.
[ ] No loose foriegn objects in cabinet (screws, components, etc.) which may cause shorting and result in damage to the game.

If problems do occur or technical assistance is required, please call our customer service department at 312/520-9280.

II. POWER REQUIREMENTS

The game is shipped ready for operation at 120VAC, 60Hz with a power consumption of approximately 250 watts.

C A U T I O N

FOR SAFE OPERATION IT IS STRONGLY RECOMMENDED THE CABINET BE PROPERLY GROUNDED. THIS GAME IS EQUIPPED WITH A THREE CONDUCTOR POWER CABLE. THE THIRD PRONG (round in shape) WILL AUTOMATICALLY GROUND THE GAME WHEN PLUGGED INTO A PROPERLY GROUNDED THREE PRONG RECEPTICAL. IF IT BECOMES NECESSARY TO USE AN ADAPTOR, THE GROUNDING LUG OR WIRE ON THE ADAPTOR MUST BE PROPERLY GROUNDED TO ASSURE SAFE OPERATION.

III. GAME INSTALLATION

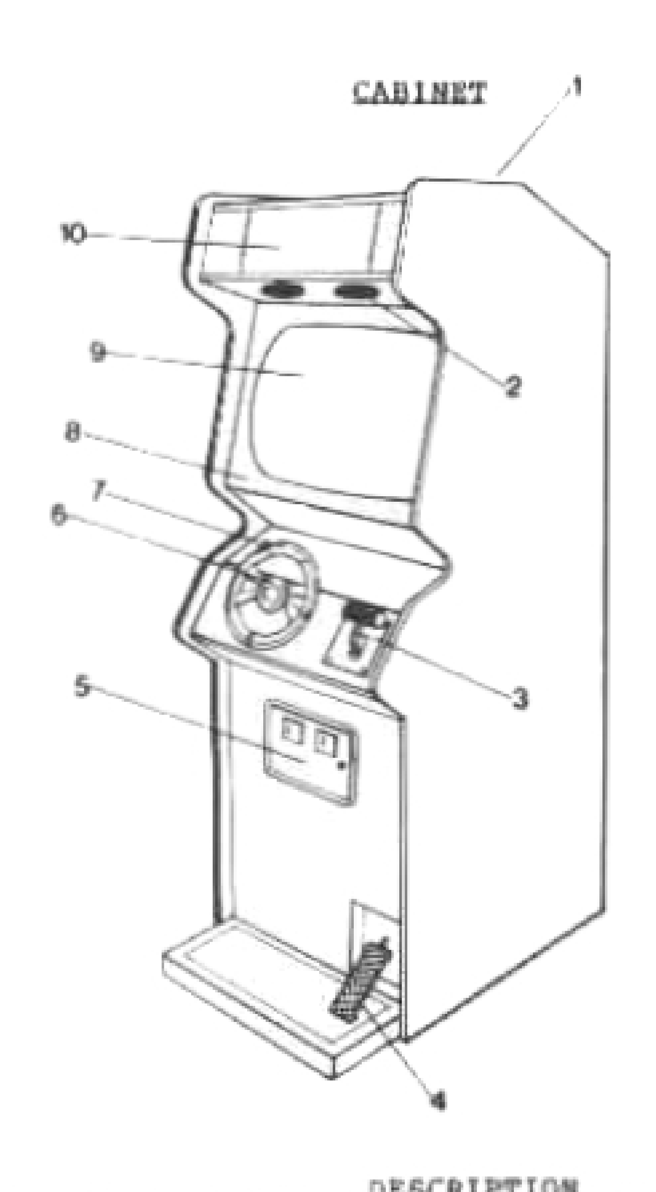
The following precautions should be followed when installing the game:

* Handle the game with care so as not to damage the fragile picture tube.

* Do NOT install the game in direct sunlight or near a heat source. Doing so might cause the internal temperature of the game to exceed it's maximum operating temperature and could result in damage to the game's components.

* Do not install the game in excessively dusty or damp environments.

CABINET



KEY NO.	DESCRIPTION
1	ON/OFF SWITCH
2	4" SPEAKER
3	HI-LO SHIFT LEVER
4	GAS PEDAL
5	COIN ACCEPTOR & CASHBOX ACCESS DOOR
6	STEERING WHEEL
7	START BUTTON
8	MONITOR BEZEL
9	COLOR MONITOR SCREEN & VIEWING GLASS
1Ø	MARQUEE

IV. PLAY INSTRUCTIONS

* The player is driving an un-marked patrol car and must chase and apprehend various criminals according to headquarter radio contact.

* CHASE HQ is different from previous driving games in that the player must do more than win a race. He must locate the target vehicle, catch up to it, and put it out of commission by repeatedly smashing into it.

* The distance from the suspect car and player car is shown on the map at the right side of the screen.

* When the player has caught up to the suspect car, the dome light is placed on the patrol car, the siren is sounded and the timer is extended an additional 60 seconds.

* During the extended time period, the player must continuously crash into the target vehicle until the damage meter on the left side of the screen has indicated the vehicle is immobilized.

* The player is given 3 bursts of turbo charge in each round which is activated by the shift knob button. The game ends when the timer reaches zero or the player has cleared all five rounds.

* The player may continue the game with CHASE H.Q.'s optional "Continue Play" feature.

EXPLANATION OF ROUNDS:

Round 1.....White Sports Car

Round 2.....Yellow Sports Car

Round 3.....Silver Sports Car

Round 4.....Blue Sports Car

Round 5.....Reported as Unknown!

PLAY HINTS

* Avoid contact with vehicles other than the suspect cars. Contact with other cars or running off the course will result in the loss of crucial time.

* Bump the criminal's car from inside the curves. Bumping from outside will cause the player's car to spin out.

* When Nancy at Chase Headquarters announces that time is running out, the player has 10 seconds to overtake the criminal. Save your Turbo Charge and use it here.

* Crash the suspect car on the sides rather than the rear end as crashing from the side causes more damage.

V. SELF-TEST MODE

To enter the Self-Test Mode, locate Dip Switch Bank A on the Logic P.C. Board and slide switch #3 to the ON position.

* The first test screen displays a menu and asks you to use the steering wheel to select either the C.R.T. TEST or the INPUT TEST. Once you have made a selection, press the START button to begin the test.

* When the C.R.T. TEST is selected, the screen displays a crosshatch and a color bar to assist in adjusting or testing the color monitor.

* When the INPUT TEST is selected, the screen displays the following:

```
                 I N P U T   T E S T

       COIN A: OFF                      COIN B: OFF
      SERVICE: OFF                       START: OFF
      LOWGEAR: OFF                       TURBO: OFF
     HIGHGEAR: OFF                    STEERING: 0
       ACCELE: OFF                       BRAKE: OFF

                      8 7 6 5 4 3 2 1
          DIPSW    A: H H H H H H H H
                   B: H H H H H H H H

             SOUNDCODE:67   TURBO

                  RAM OK !

            PUSH TURBO SWITCH TO RETURN
            TO MENU MODE.
```

* When testing the switches for COINS, SERVICE, LOWGEAR, BRAKE, etc., simply press the switch and the display for that switch should change from OFF to ON.

* When testing the STEERING, the display of 0 should count up hexadecimally when turning it right (60 hex) and count down hexadecimally when turning it left (FFB0 hex).

* Whe using the SOUNDCODE display to test game sounds, turn the steering wheel right or left to select a sound and press the START button to test the output of that sound.

* The display for DIPSW A and DIPSW B indicate the position of the dip switches.   H = OFF   L = ON

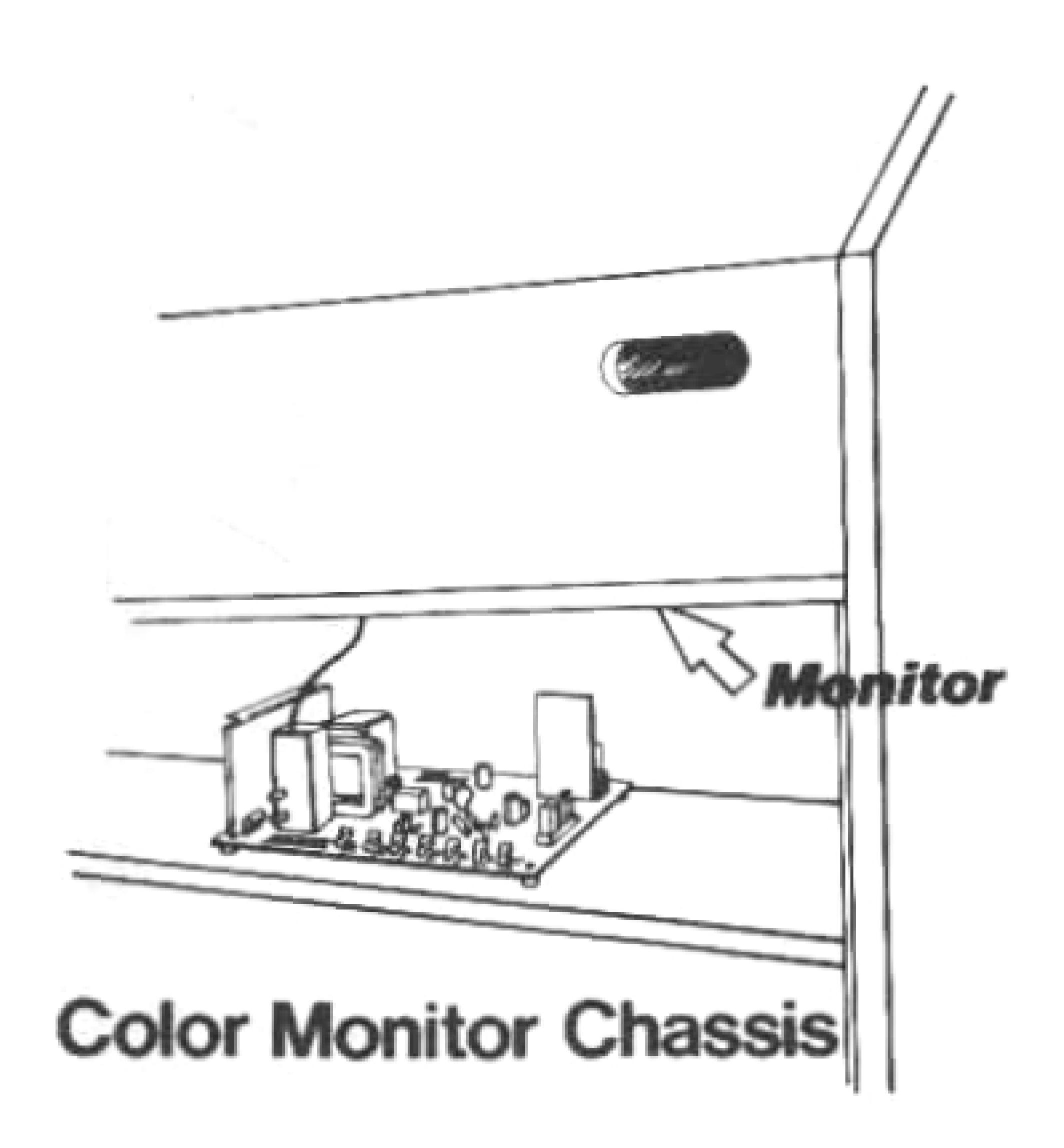
* The RAM test will display OK if no abnormal conditions are detected. If the test program senses an abnormal condition, this display will indicate an ERROR.

VI. SERVICING

To service the Color Monitor, Transformer, Foot Pedal and Fuses, remove the back door. If it becomes necessary to remove the color monitor, you must first remove the speaker panel to provide the clearance needed.

To remove the monitor bezel - grab the bezel at the top and pull toward you until the bezel is perpendicular to the front of the cabinet. Then carefully slide the bezel out.
To re-install the bezel - holding the bezel perpendicular to the front of the cabinet, carefully slide the bottom of the bezel into the cavity under the monitor screen. Then lift the top of the bezel up and over the monitor.

To service the Logic P.C. Board, locate the two locking brackets on the inside of the front panel and rotate them to unlock the Control Panel Drawer. Then pull the Control Panel Drawer forward to expose the Power Supply and the Logic P.C. and Filter Board Assembly.



Color Monitor Chassis

DIP SWITCH SETTINGS

The following option switch settings were designed to allow the customizing of CHASE H.Q.'s various game features to suit different environments. When used wisely, the flexibility they offer can maximize game performance and increase potential earnings.

DIP SWITCH A

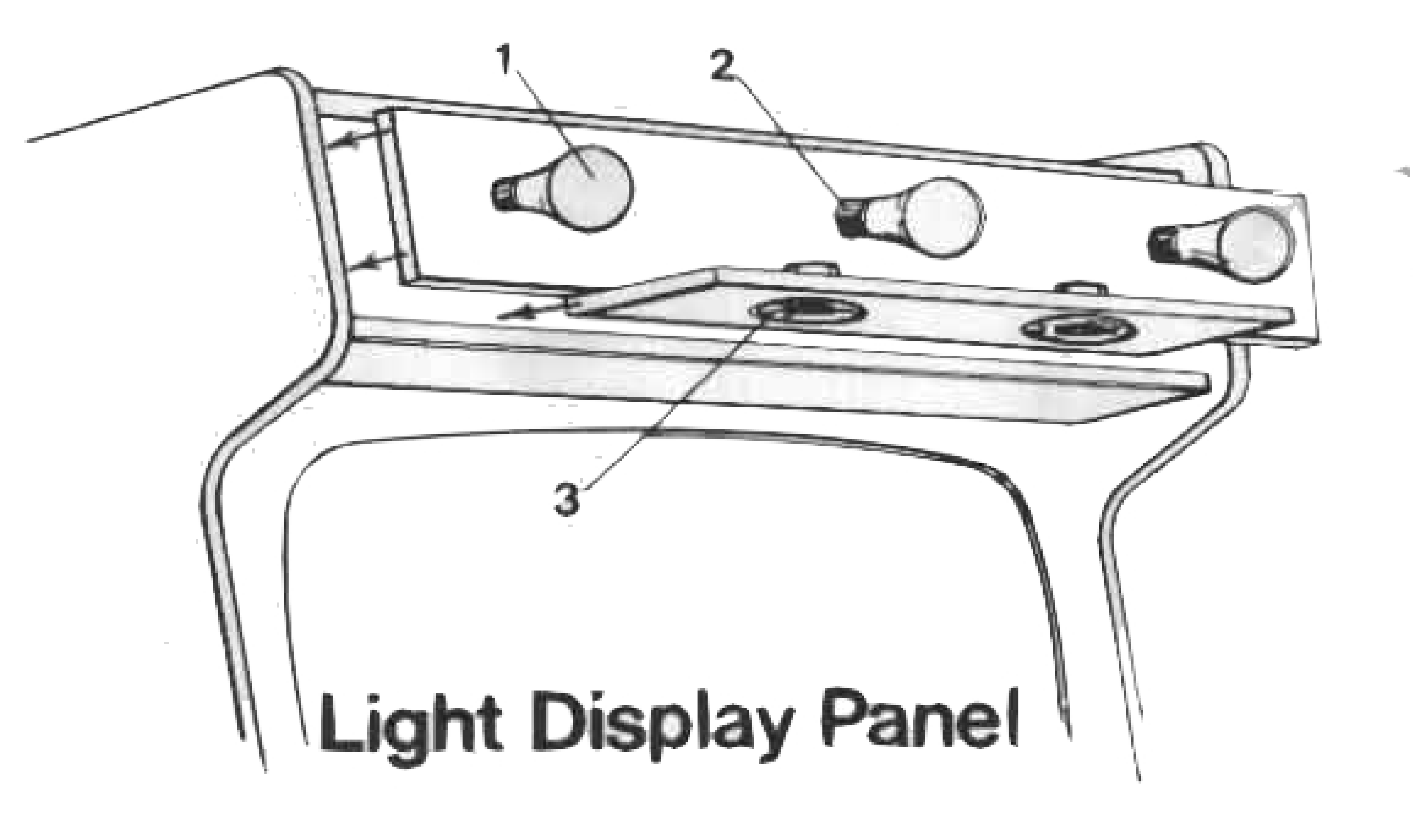
FUNCTION	SETTING	1	2	3	4	5	6	7	8
NONE	MUST REMAIN IN "OFF" POSITION	OFF	OFF						
SELF-TEST MODE	NORMAL GAME TEST MODE			OFF ON					
ATTRACT SOUNDS	ENABLED DISABLED				OFF ON				
PLAY PRICING COIN A	1 CO = 1 PL 3 CO = 1 PL 2 CO = 1 PL 4 CO = 1 PL					OFF ON OFF ON	OFF OFF ON ON		
PLAY PRICING COIN B	1 CO = 1 PL 3 CO = 1 PL 2 CO = 1 PL 4 CO = 1 PL							OFF ON OFF ON	OFF OFF ON ON

DIP SWITCH B

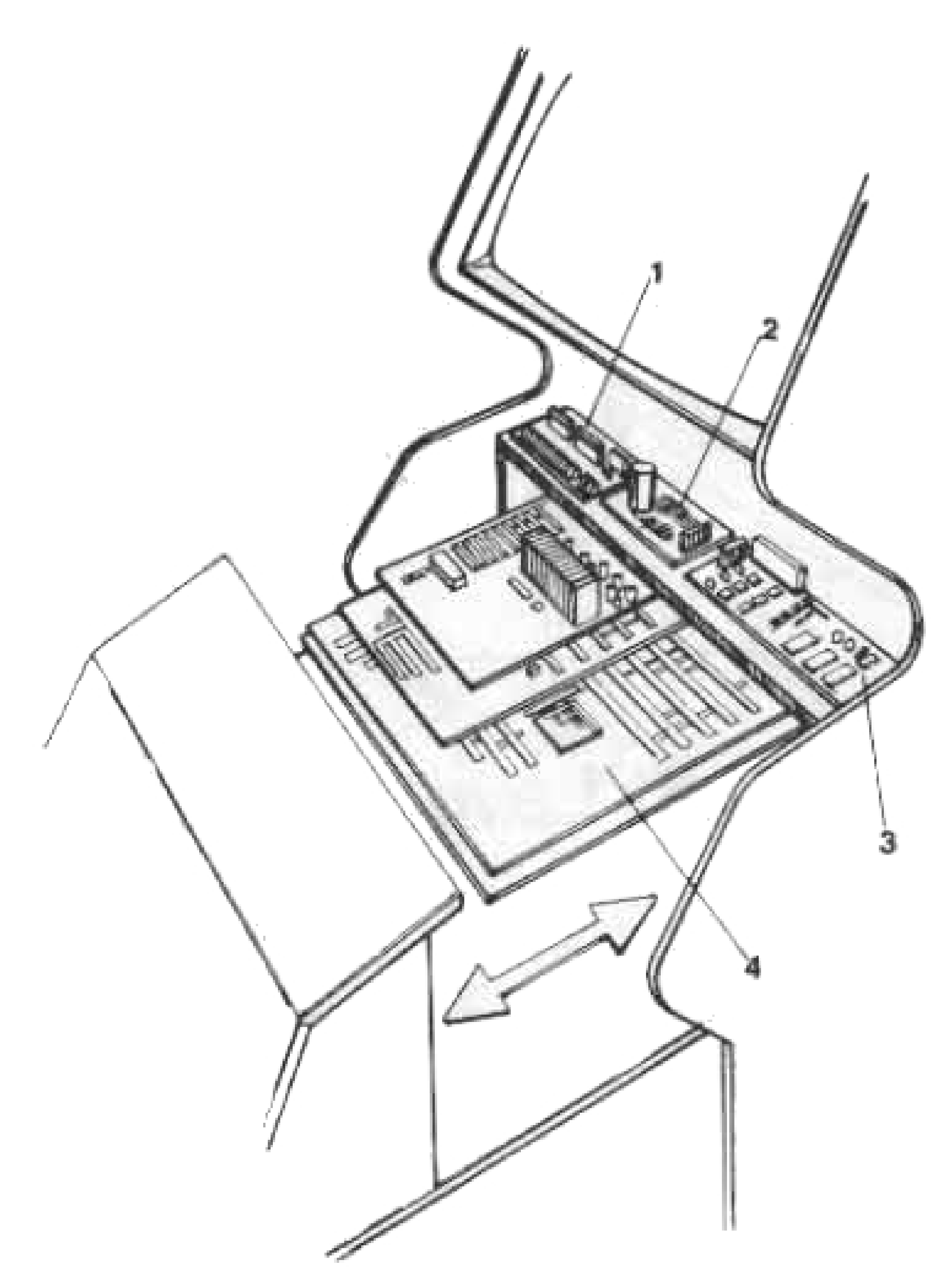
FUNCTION	SETTING	1	2	3	4	5	6	7	8
DIFFICULTY LEVEL	MEDIUM	OFF	OFF						
	EASY	ON	OFF						
	HARD	OFF	ON						
	HARDEST	ON	ON						
TIMER SETTING	60 SEC			OFF	OFF				
	70 SEC			ON	OFF				
	65 SEC			OFF	ON				
	55 SEC			ON	ON				
NUMBER OF TURBOS	3					OFF			
	5					ON			
DISCOUNTED CONTIN. PLAY	ENABLED *						OFF		
	DISABLED						ON		
CLEAR DAMAGE ON CONTINUE	YES							OFF	
	NO **							ON	
CONTINUE FEATURE	ENABLED								OFF
	DISABLED								ON

* WHEN THE "DISCOUNTED CONTINUE PLAY" OPTION IS ENABLED, THE PLAYER PAYS THE FULL AMOUNT FOR THE FIRST GAME AND THEN IS ALLOWED TO CONTINUE BY INSERTING ONLY 1 COIN. FOR EXAMPLE, IF THE GAME IS PRICED AT 2 COINS PER 1 PLAY AND THE "DISCOUNTED CONTINUE PLAY" OPTION IS ENABLED, THE PLAYER MUST INSERT 2 COINS FOR HIS FIRST GAME AND THEN ONLY 1 COIN TO CONTINUE HIS GAME.

** WHEN THE "CLEAR DAMAGE ON CONTINUE" OPTION IS SET AT "NO", ANY DAMAGE TO THE CRIMINAL'S CAR WILL BE CARRIED OVER INTO THE CONTINUED GAME.

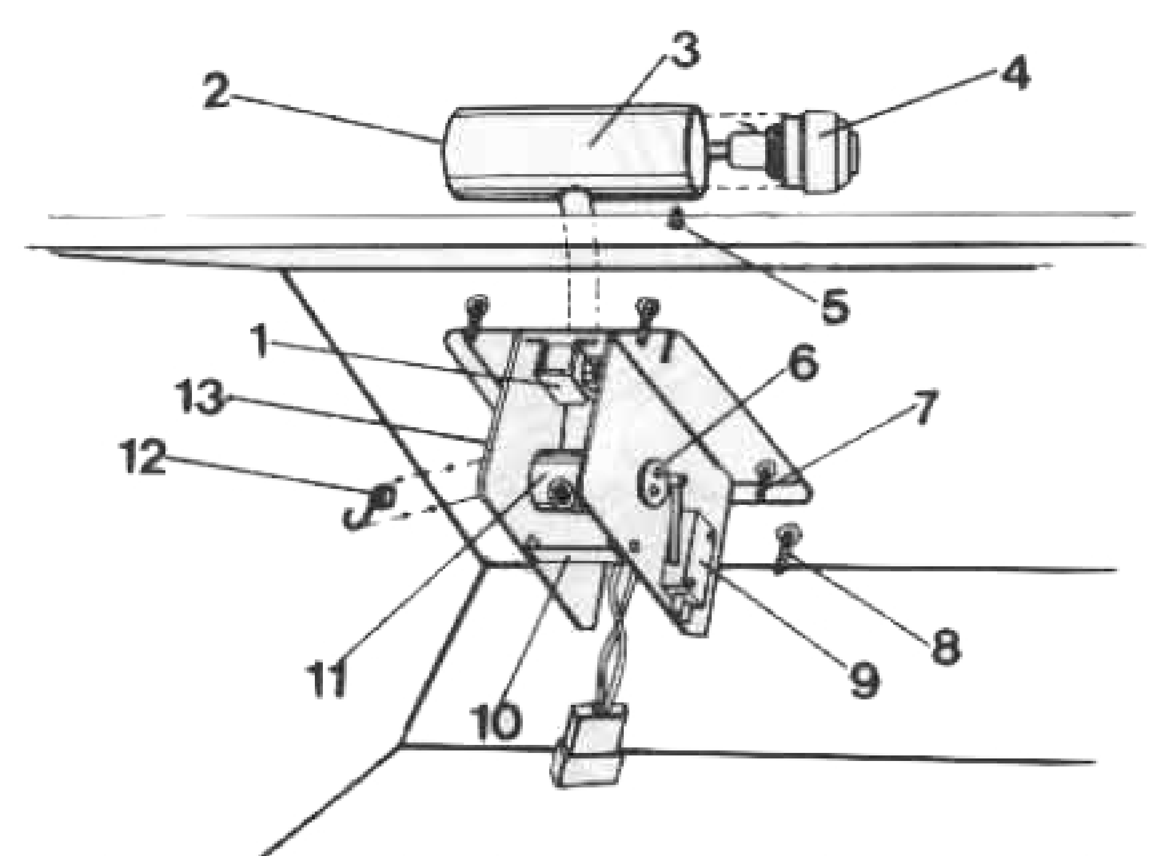


KEY NO.	DESCRIPTION
1	60 WATT BULB
2	STANDARD LIGHT BULB SOCKET
3	4" SPEAKER



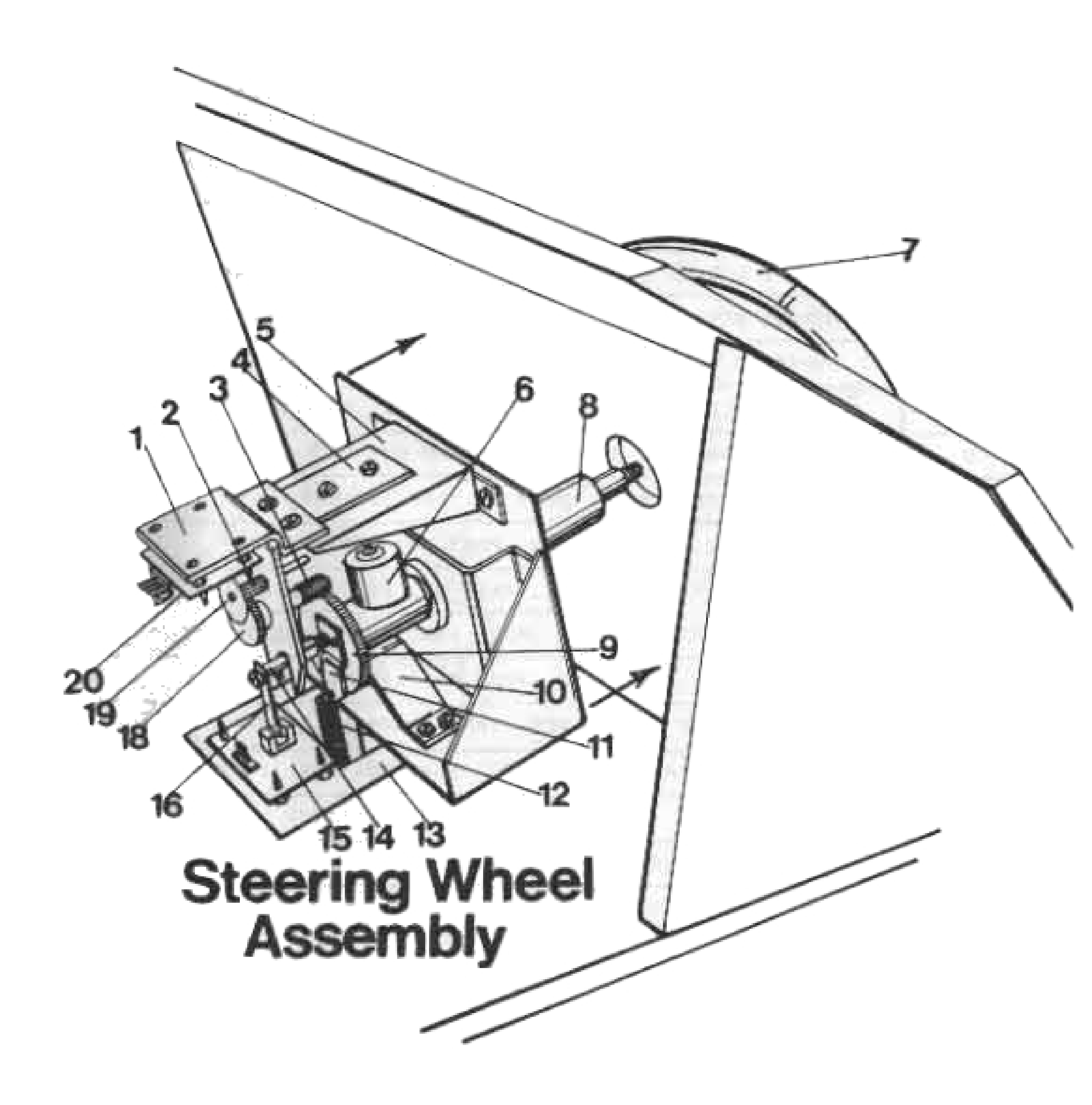
Control Panel Drawer

KEY NO.	DESCRIPTION
1	FILTER PCB
2	AUXILARY POWER SUPPLY
3	FLASHING DISPLAY PCB
4	MAIN LOGIC P.C. BOARDS



Hi-Lo Shift Lever Assembly

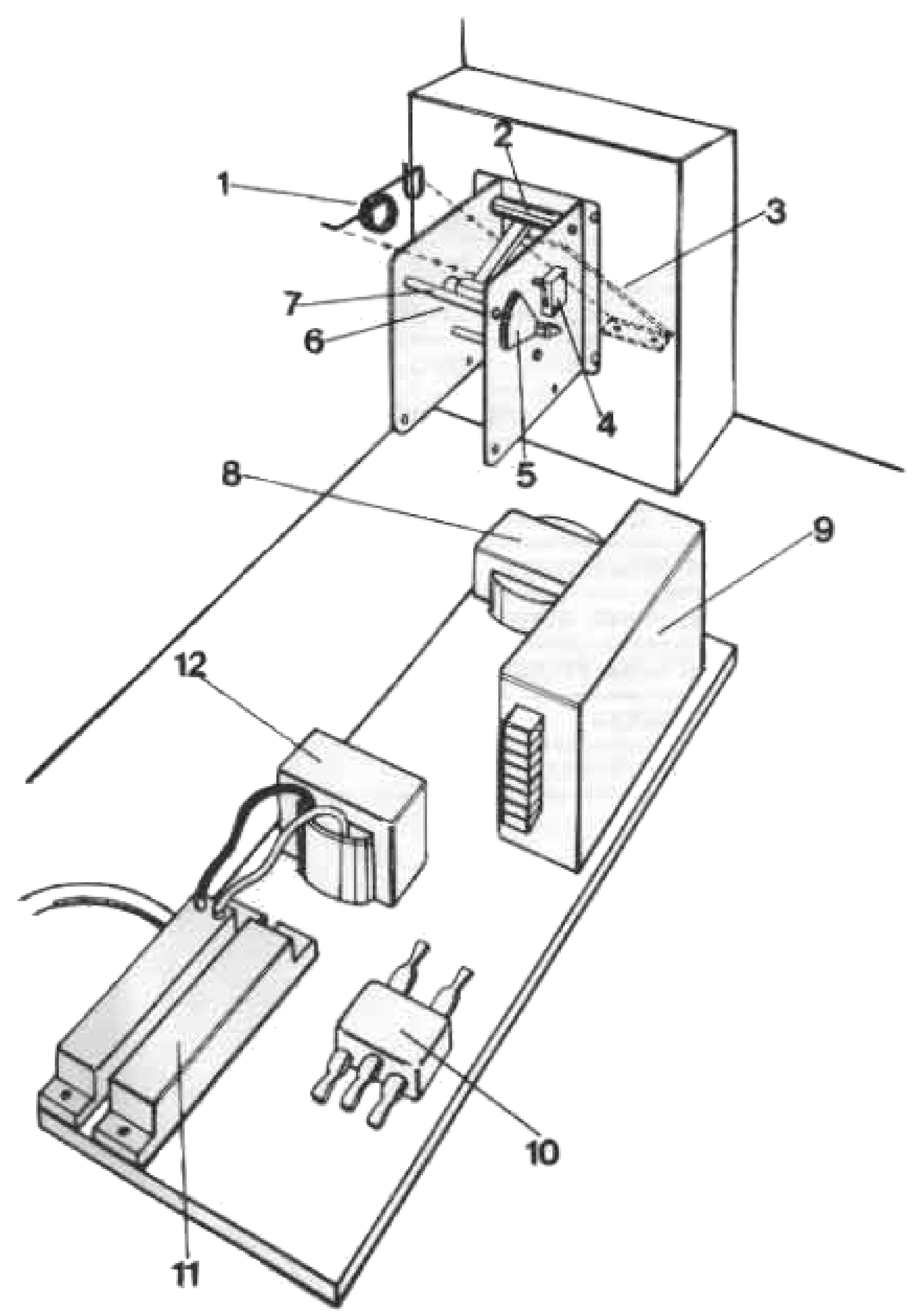
KEY NO.	DESCRIPTION
1	BUMPER MOUNTING BRACKET ASSEMBLY
2	HOLE PLUG (MFG. PART NO. 800-502-000)
3	SHIFTER HANDLE (MFG. PART NO. 800-503-000)
4	PUSHBUTTON RED (MFG. PART NO. 800-705-000)
5	SCREW, 10-32 x 1/4" TAMPER RESISTANT
6	SWITCH ACTUATOR CAM (MFG. PART NO. 800-104-000)
7	SCREW, 10-32 x 7/16" TAMPER RESISTANT W/HEX NUT
8	CARRIAGE BOLT, 10-24 x 1 1/4" W/HEX NUT
9	SNAP SWITCH (MFG. PART NO. 800-706-000)
10	TIE DOWN SUPPORT (MFG. PART NO. 800-103-000)
11	SHIFTER PIVOT HUB (MFG. PART NO. 800-303-000)
12	SHIFTER SPRING (MFG. PART NO. 037-002-000)
13	SHIFTER SIDE BRACKET (MFG. PART NO. LEFT A-800-107-000) (MFG. PART NO. RIGHT A-800-108-000)



Steering Wheel Assembly

STEERING WHEEL ASSEMBLY

KEY NO.	DESCRIPTION
1	UPPER P.C.B. MTG. BRACKET (MFG. PART NO. 100-124-000)
2	PINION SHAFT (MFG. PART NO. 100-302-000)
3	PINION SHAFT (MFG. PART NO. 100-302-000)
4	GEAR MTG. BRACKET (MFG. PART NO. 100-122-000)
5	GEAR & OPTICS MTG. BRACKET (MFG. PART NO. 100-123-000)
6	BUMPER WITH SHAFT (MFG. PART NO. 700-006-000)
7	STEERING WHEEL (MFG. PART NO. 059-325-000)
8	STEERING MAIN SHAFT (MFG. PART NO. 100-304-000)
9	GEAR, 32-80 W/O HUB (MFG. PART NO. 0071-014-100)
10	STOP BRACKET (MFG. PART NO. 100-127-000)
11	SPRING MTG. PLATE (MFG. PART NO. 100-153-000)
12	CENTERING SPRING (MFG. PART NO. 0037-001-000)
13	LOWER PCB MTG. PLATE (MFG. PART NO. 100-155-000)
14	SENSOR MTG. PIN (MFG. PART NO. 100-156)
15	CENTER OPTIC SENSOR PCB (MFG. PART NO. 700-051-000)
16	ON CENTER FLAG STRIP (MFG. PART NO. 100-130-000)
18	GEAR, 32-36 (MFG. PART NO. 0071-007-000)
19	TRACK BALL DISC (MFG. PART NO. 052-027-400)
20	LEFT/RIGHT OPTIC SENSOR PCB (MFG. PART NO. 700-05-000)



Power Chassis & Gas Pedal

POWER CHASSIS & GAS PEDAL

KEY NO.	DESCRIPTION
1	SPRING (MFG. PART NO. 5Ø-8Ø42-ØØ)
2	RUBBER STOPPER (MFG. PART NO. 5Ø-8Ø17-ØØ)
3	PEDAL (MFG. PART NO. 5Ø-8Ø19-ØØ)
4	MICRO-SWITCH F/PEDAL (MFG. PART NO. 5Ø-8Ø1Ø-ØØ)
5	ACTUATOR SWITCH (MFG. PART NO. 5Ø-8Ø14-ØØ)
6	SIDE PLATE (MFG. PART NO. 5Ø-8Ø13-ØØ
7	CROSSBAR (MFG. PART NO. 5Ø-8Ø15-ØØ)
8	ISOLATION TRANSFORMER
9	SWITCHING POWER SUPPLY (MIN. RATING = 1Ø AMP, 55 WATTS)
1Ø	15 AMP AC LINE FILTER
11	TERMINAL BLOCKS
12	AUXILARY POWER TRANSFORMER